PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SCUS-94243
94243

EINHÄNDER™

SQUARESOFT

SONY COMPUTER ENTERTAINMENT

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

This compact disc is intended for use only with the PlayStation game console.
Do not bend it, crush it or submerge it in liquids.
Do not leave it in direct sunlight or near a radiator or other source of heat.
Be sure to take an occasional rest break during extended play.
Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use.
Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Einhänder™ Tips and Hints

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

Within the US: **1-900-933-SONY (1-900-933-7669)**
$0.95/ min. auto hints, $1.40/ min. live, $6.95 - $16.95 for tips by mail*, $5.00 - $20.00 for card recharge
(*Subject to availability)

Within Canada: **1-900-451-5757**
$1.50/ min. auto hints

For US callers, game counselors are available 8AM-5PM PST, Monday-Friday. Automated is available 24 hours a day, 7 days a week.
Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line.
Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation game console and its peripherals. Representatives are available Monday-Friday, 8AM-6PM Pacific Standard Time.

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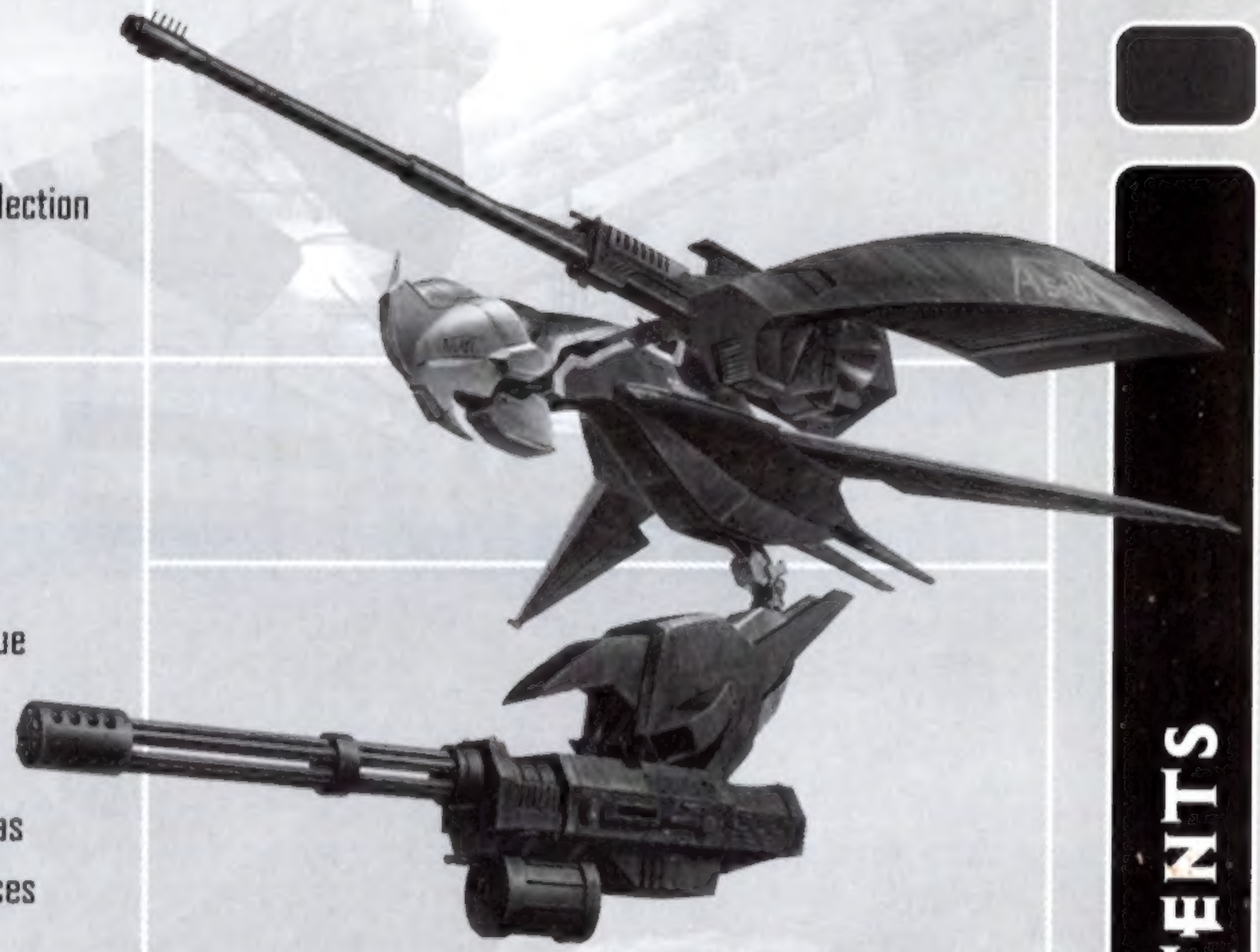

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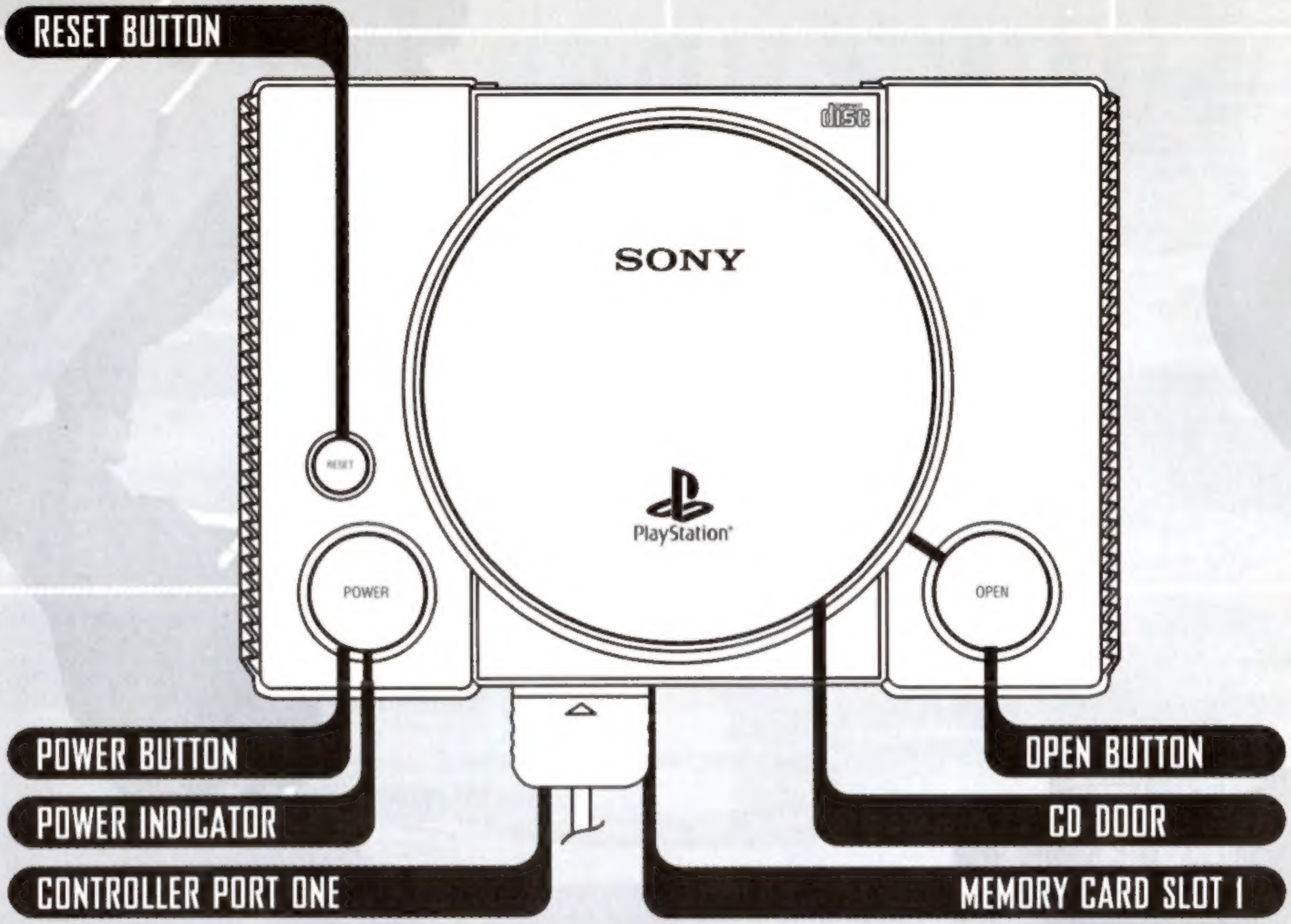
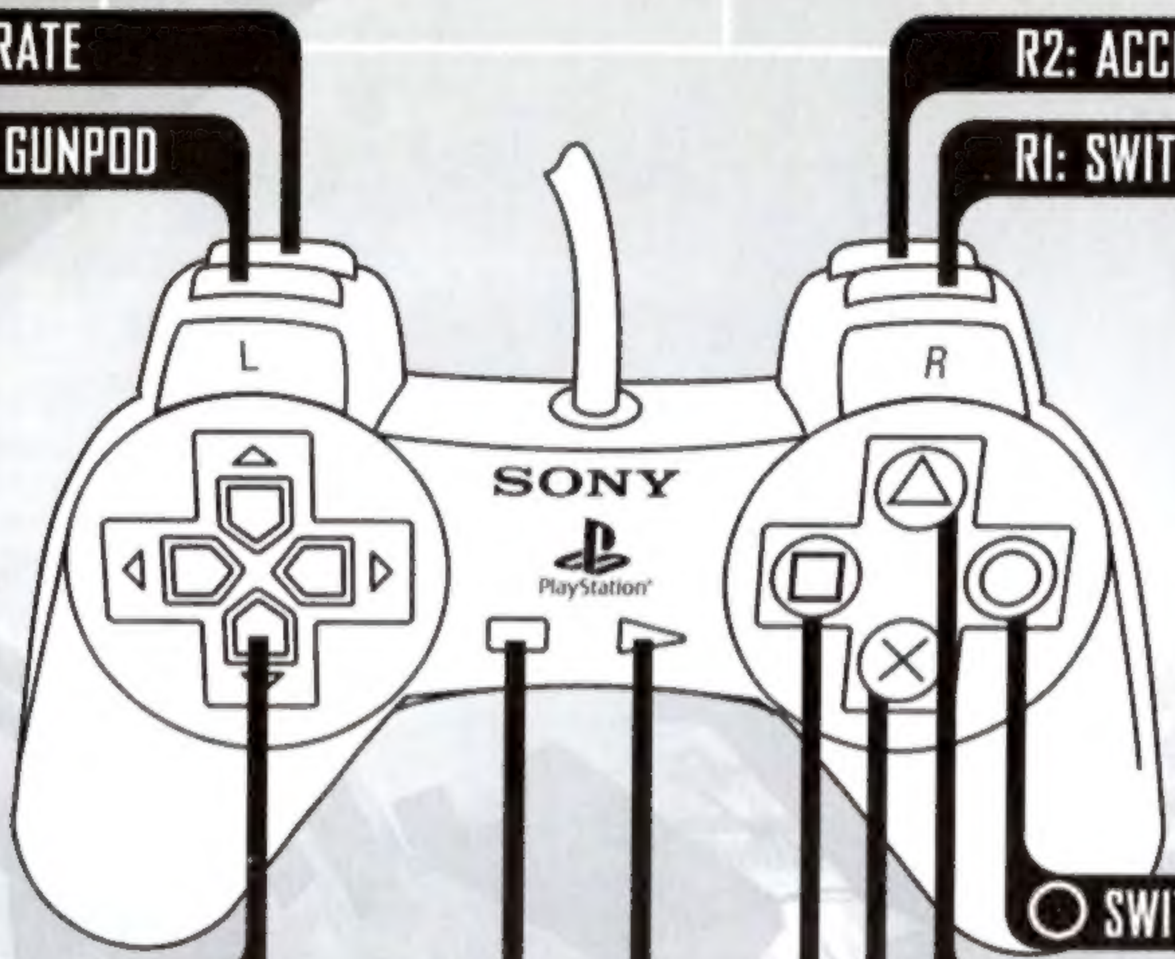
MISSION PREP



Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc. Insert the EINHÄNDER™ disc and close the CD Door. To save your high scores and any additional weapons or secrets that you acquire, you must insert a Memory Card [sold separately] in Memory Card slot 1 [see page 06 for further details]. Insert a game controller in Controller Port One and turn ON the PlayStation® game console.

The opening movie will begin, and the Title Screen will be displayed [ref. pg. 06]. The opening movie can be skipped by pressing the Start Button.



Depending on the fighter you choose, the controls will differ slightly [ref. pg. 08].

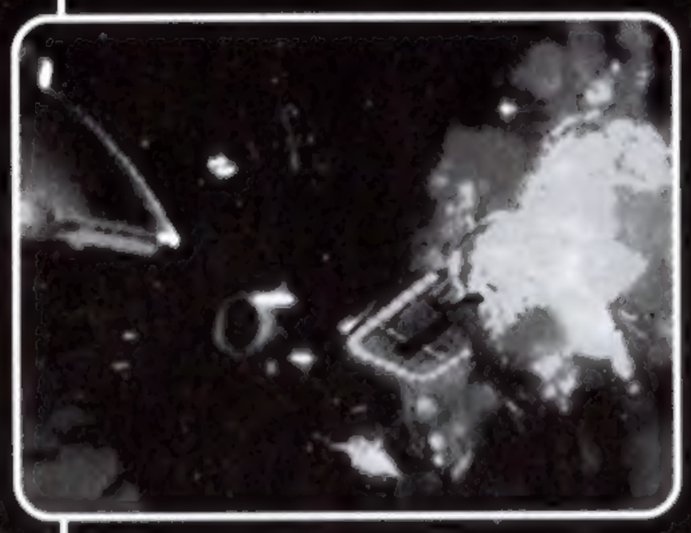
THROTTLE CONTROL› There are 4 speeds for your fighter [the initial setting is speed 2], which can be changed using the L2 and R2 buttons.

L2-Slower – Speed 1 | Speed 2 | Speed 3 | Speed 4 – R2-Faster

Button settings can be changed under Configuration [ref. pg. 06].

LUNAR HISTORICAL RECORD› Over one hundred years ago, a new and prosperous city, **Selene**, was built near the south pole of the moon. Earth's forces later challenged the growing independence of the young colony, and the first Interplanetary War erupted. This war, later named the "**First Moon War**," was fought with lethal new technology and filled with death and misery. The Earth was bombarded from orbit, reducing much of its surface to scarred wasteland. After great loss of life on both sides, the war ground to a halt without a formal truce or settlement. Selene retreated into dark silence and Earth's remaining countries unified into what is now called the **Empire**.

Half a century later, in the year 2242, the war on the Empire had been rekindled. Selene was in desperate need of agricultural nitrogen available only on Earth. At the outset of this "**Second Moon War**," the superior weaponry of the Selene troops dominated the old-style weapons of Earth's forces. After several Selene victories, an Earth surrender seemed inevitable. However, as the battle line expanded, the sheer bulk and resources of Earth slowly turned the course of battle and the lunar armies were forced to withdraw.



A highly classified operation was developed by Selenian intelligence, incorporating a deadly combination of prototype tactical fighters and pilots trained for suicide runs. For two years, these deadly sorties repeatedly broke the entrenched Earth forces. In time, the Selenian's suicide assault, code named "**Einhänder**," became a whispered synonym for the god of death.

On December 12, 2245, Selene again sent three tactical fighters down to Earth. Their initial target was forced reconnaissance of the Imperial Capital. This would be the last operation for Einhänder.

I'm an Einhänder pilot belonging to the No. 721 Special Attack Force of SRF [Selene Earth Recapture Forces]. It's been four hours since entry of Earth's atmosphere. I've been flying through a seemingly endless black cloud, unable to see anything around me except for occasional flashes of dissipating static energy.

My mission is to fly deep into enemy territory, gathering valuable recon for Selene — Secondary orders are to capture weapons and ammunition with my fighter's manipulator arm. There is no final objective, no return vector. I must fight until the end.

The survival rate for Einhänder runs is zero. Most volunteers have little hope and fewer choices. Either we're exiled prisoners from Mars or we have nothing left to live for. I'm no exception.

The bluish-white electrical discharges along the ship's hull remind me of her tear-filled eyes when I told her I had volunteered to be an Einhänder pilot.

"Fly 2, prepare to strike." The cold, electronic female voice awoke me from my reverie. Command orders come directly from the Selene military satellite, Hyperion. The voice is synthesized by my central computer, "EOS." Besides receiving critical information, EOS also records and relays every detail of my flight back to Hyperion.

"Roger, Fly 2."

Suddenly, as if by command, the black cloud disappears and I can see hundreds of lights blanketing the Earth's surface. Spotlights trace the sky, tracking my ship. EOS detects the approach of at least one hundred anti-gravity armored cars. I must get through and enter the city. I turn on the firing control system, set it to dogfight mode and push my fighter into a power dive. My destiny awaits.

The following choices are displayed on the Title Screen:

1. MODE SELECT

The selected mode is displayed. Press the Left or Right Directional Buttons to select another mode. Press the ⊗ Button to execute.

GAME START

You can start a new game immediately, but it is recommended that you first create your own data file using the File Option.

FILE OPTION

Once a data file is created, Configuration settings, battle results, and gunpods obtained will be recorded on the Memory Card automatically [using the Memory Card in Memory Card slot 1.]

Create Data File	Enter the name of the player and create a data file.
Discard Data File	Delete the data file.
Score	View the battle results for your game [ref. pg. 16].
Score Ranking	View the high score ranking.
Data Load	Load the data file recorded on the Memory Card.
Exit	Return to the Title Screen.

CONFIGURATION

Use this mode to set up the game environment.

Difficulty	3 levels of difficulty can be chosen: Easy, Normal or Hard.
Controller	The button assignments on the controller can be changed to your liking.
Screen Adjust	You can adjust the positioning of the game screen to fit your TV screen.
Audio	The sound output can be changed to stereo or mono.
Exit	Return to the Title Screen.

2. PLAYER SELECT

If a Memory Card with an Einhänder data file is inserted into the PlayStation, the player name will be displayed here. If there are multiple data files, you can select other data files using the Left or Right Directional Buttons.

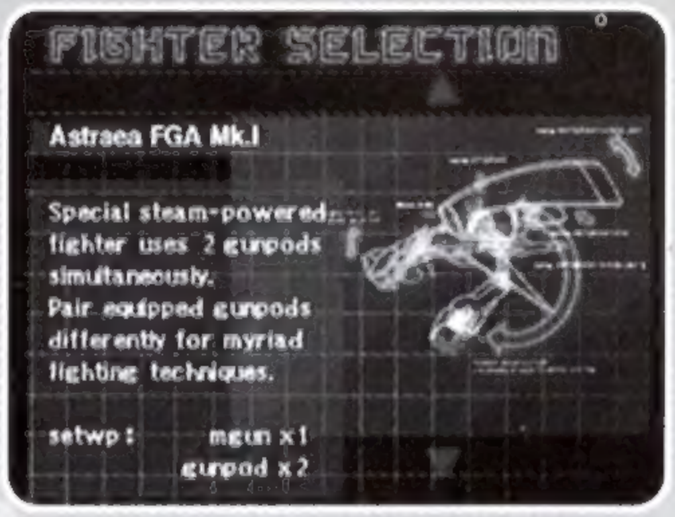
Select GAME START on the Title Screen to display the **Fighter Selection Screen**.

The following information is displayed on this screen:

1] Fighter Name

2] Fighter Characteristics

3] Fighter Diagram


FIGHTER SELECTION
Astraea FGA Mk.I
Special steam-powered fighter uses 2 gunpods simultaneously. Pair equipped gunpods differently for myriad fighting techniques.
setwp : mgun x1
gunpod x2

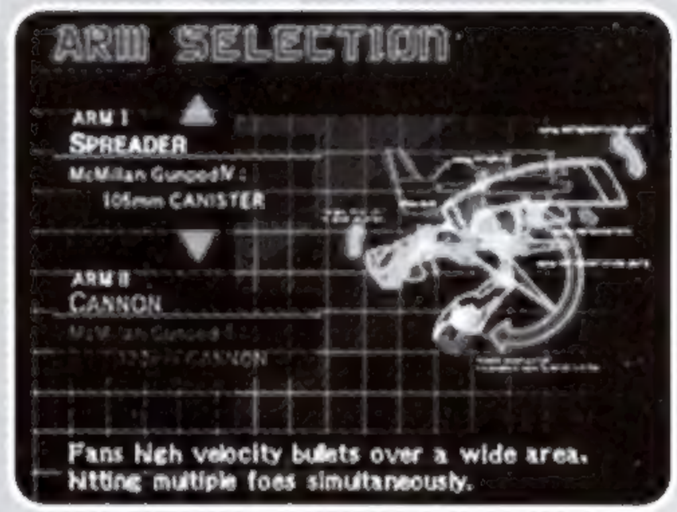
Press the Up or Down Directional Buttons to display other fighters. Once you select a fighter, press the ⊗ Button to execute. The **Weapon Selection Screen** will then be displayed.

The following information is displayed on this screen:

1] Weapon Name

2] Weapon Characteristics

3] Weapon Diagram



Press the Up or Down Directional Buttons to display other weapons. Once you select a weapon, press the ⊗ Button to execute. The game screen will then be displayed.

Two weapons are initially equipped on your fighter:

Weapon 1: 20mm Machine Gun
A light-duty weapon which isn't very powerful, but can fire continuously.

Weapon 2: Manipulator
Snatches additional weapons (Gunpods) from the enemy and equips them on Einhänder. It can also be used for close-quarter attacks and as a shield.

If you have obtained additional Gunpods, they can be selected at the Weapon Selection Screen. If you have not obtained additional Gunpods, only the initially equipped weapons will appear.
NOTE: In order for additional Gunpods to appear, you must have saved your previous game.

Tactical fighters called **Einhänder** were developed by Selene troops to attack Earth. There are 3 types of fighters players can select to play the game. Learn the distinct advantages of each and select the fighter which suits you best.

Endymion FRS Mk. II

Capable of loading 3 Gunpods [GPs]. Practice and skill are required to make the best of this fighter's potential.

- ▢ Fire Weapon 1
- ⊗ Fire Weapon 2
- ○ Switch Weapon 2 Up & Down
- L1 Switch to spare GP
- R1 Switch to spare GP

Endymion FRS Mk. III

Strong initial equipment, but can only load 1 GP. This fighter is easy to handle and good for beginners.

- ▢ Fire Weapon 1
- ⊗ Fire Weapons 1 & 2 simultaneously
- ○ Switch Weapon 2 Up & Down
- L1 not used
- R1 not used

Astraea FGA Mk. I

Capable of loading 2 GPs. Use GPs alone or fire them simultaneously. Capable of focusing significant firepower.

- ▢ Fire Weapon 1
- ⊗ Fire Weapon 2
- ○ Switch Weapon 1 & 2
- L1 not used
- R1 not used

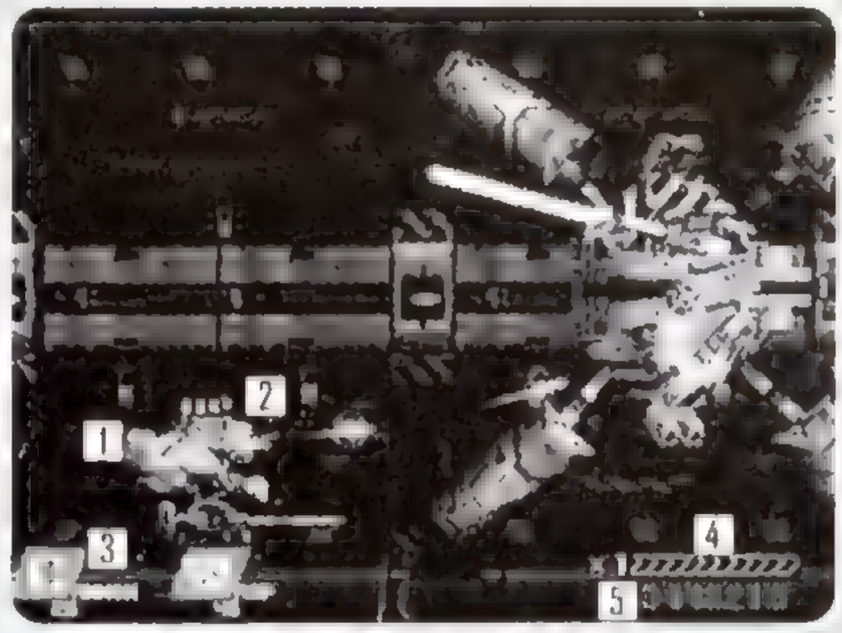
1] Einhänder:
The fighter the player controls.

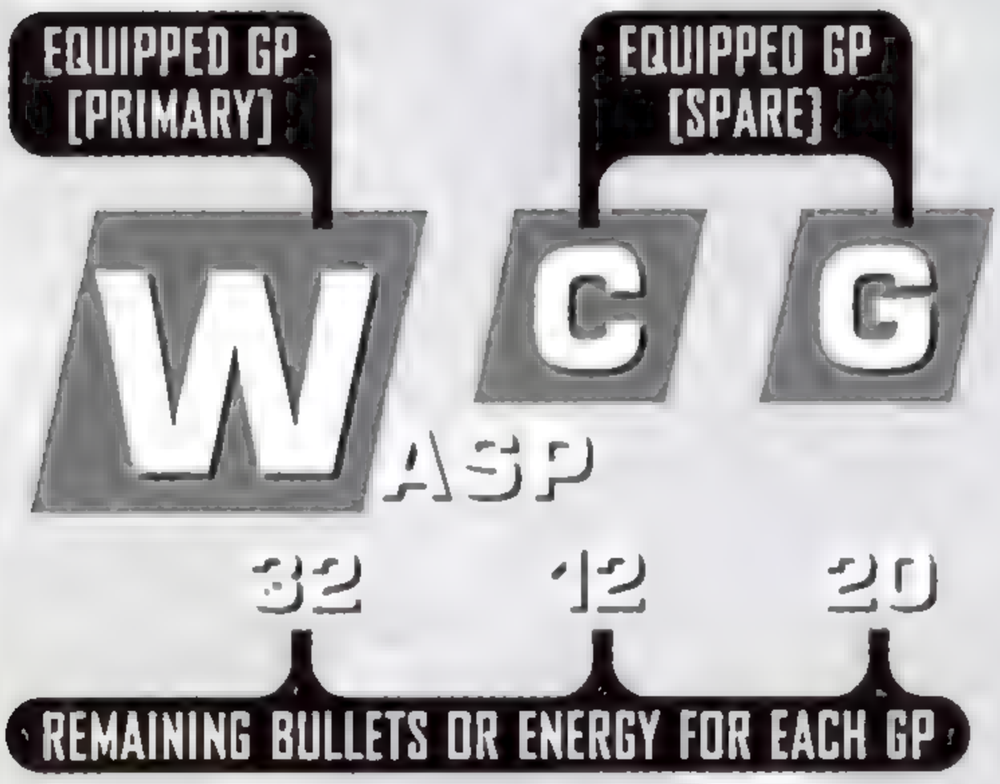
2] Equipped GP:
Number of gunpods equipped on the Einhänder and number of remaining bullets or remaining energy for the GP.

3] GP Window:
Displays the status of the Gunpods [ref. below].

4] Hit Gauge:
Shows damage done to enemy units [ref. pg. 14]

5] Score Counter:
Displays the current score.





GP Window
Each Gunpod has a certain durability. As the GP takes damage, the color will change from green to yellow to red. After taking sufficient damage, a GP will be destroyed.

The only fighter on which you can load spare Gunpods is the Endymion Mk. II. Spare GP can be equipped by using the L1 and R1 Buttons.

Gunpod Identifiers:

B = Blade	R = Riot
C = Cannon	S = Spreader
G = Grenade	V = Vulcan
H = Hedgehog	W = Wasp

SNATCHING GUNPODS

The attacking power of an Einhänder is minimal with the initially equipped weapons. Snatch an optional weapon called a Gunpod (GP) from enemies by using your ship's manipulator arm. Equip GPs on your fighter to exert your full destructive potential.

Procedure for Snatching GPs:

If an enemy with a GP approaches, destroy the core unit [ref. pg. 13].

When its core unit is destroyed, the enemy will spark and be unable to attack. At the same time, the name of the GP will be displayed.

Approach the enemy and touch the Einhänder to the GP or fire your manipulator towards the GP.

The GP will be equipped on the manipulator of the Einhänder.
You've succeeded in snatching the GP.

- There are some enemies that will drop a GP when the core is destroyed.
- You will not incur any damage by touching an enemy that cannot attack.
- If you snatch the same type of GP as one you are already equipped or loaded with, the number of bullets will increase, and damage to the GP will be recovered.
- If a GPs bullets run out, the GP will be thrown away automatically.

GUNPOD TYPES

Gunpod is a generic name for optional weapons. Gunpods currently known to exist are listed below along with their characteristics.

Each gunpod's firepower, range and # of bullets are ranked according to this chart:

A = Excellent
B = Good
C = Average
D = Below Average
E = Poor

VULCAN

A Gatling-style 30mm machine gun capable of continual fire at ultra-high speed. Sweeps fire in front of enemies or diagonally downward. Widely used by the Earth troops and easy to obtain.

Firepower: **E**
Range: **A**
# of Bullets: **A**

A 120mm cannon which has an automatic shell selection. Shells can go through multiple small-sized enemies. A high-powered weapon which can destroy thin or regular armor with a single blow.

Firepower: **A**
Range: **A**
# of Bullets: **E**

CANNON

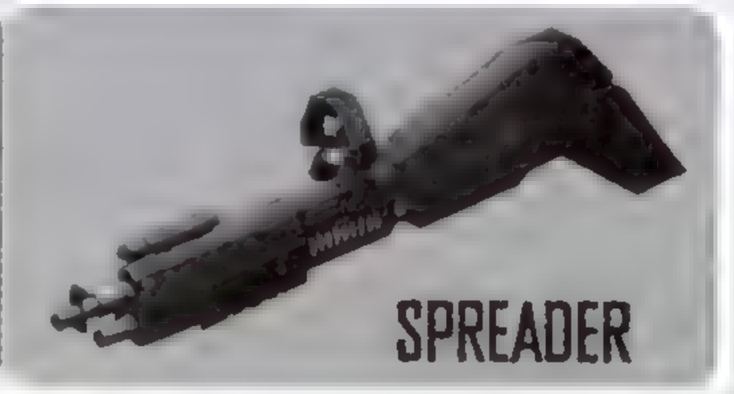
WASP

A multi-purpose launcher. Select rockets to concentrate on one target or homing missiles for attacking enemies in various directions. Fires homing missiles if equipped on the top of your ship or rockets if on the bottom.

Firepower: **B**
Range: **A**
# of Bullets: **C**

Scatters shots in a fan-shaped pattern. Can hit multiple enemies simultaneously, but needs time to charge before firing the next salvo. By equipping it on the top of your ship, you can attack enemies behind you.

Firepower: **D**
Range: **A**
# of Bullets: **C**



SPREADER

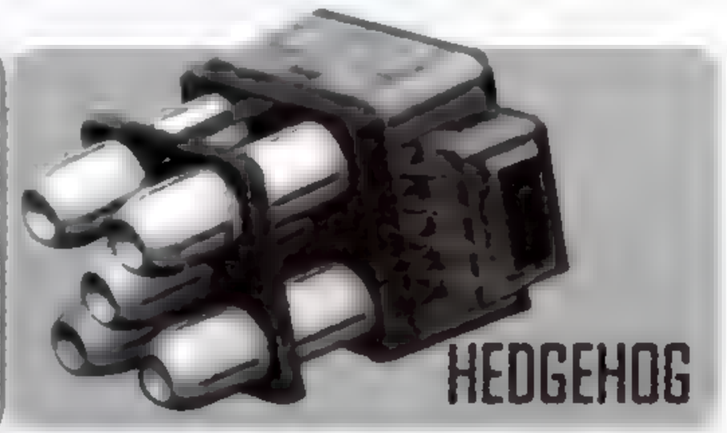
GUNPOD TYPES CONT.

Fires large, explosive titanium grenades for destruction on a large scale. Equip it on top to fire forward in an arc. Equip beneath your ship to drop grenades on your enemies.

Firepower:	**A**
Range:	**C**
# of Bullets:	**D**

A defensive weapon which projects small bombs that explode at close range. By scattering bombs up and down, it forms an effective barrage. Effective when used for missile countermeasures and traps.

Firepower:	**C**
Range:	**D**
# of Bullets:	**B**



A laser-blade weapon used to pierce enemy armor. When you switch the position of the Blade from the top of your ship to the bottom, (or vice versa) it slashes at approaching enemies.

Firepower:	**A**
Range:	**E**
# of Bullets:	**B**

Emits a high-voltage charge which destroys enemies from the inside, ignoring the outer shell. Hold down the fire button to charge for a stronger attack. Especially effective for enemies with thick armor.

Firepower:	**A**
Range:	**B**
# of Bullets:	**D**

Many enemies can be destroyed with a single shot. However, larger enemies are constructed from several armored units and are much stronger. Learn each enemy's structure and take advantage of their weak points.

In the following explanation, we will use a middle class enemy "ENFORCER" to understand each unit.

Core Unit

This is the electronic brain of the enemy. The nucleus, in the center, must be destroyed. An enemy with a damaged core becomes incapable of fighting. At this point, if the enemy has a GP equipped on it, you can snatch it away.

GP Unit [Gunpod]

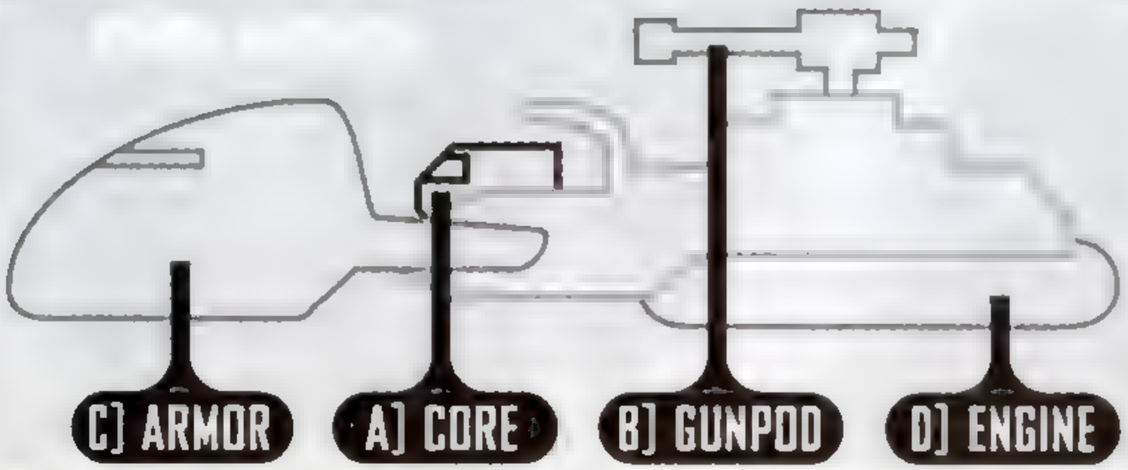
The enemy's main weapon. Destroy this quickly to prevent the enemy from firing on your ship. However, if you plan to snatch the Gunpod for your own use, it is recommended that you first destroy the core.

Armor Unit

This heavily-armored unit protects the engine and the core. This is the hardest portion on the enemy to destroy.

Engine Unit

Aim at the engines to disable the enemy. If the engine unit is destroyed, the enemy will not be able to move and will either crash or explode. However, there are cases when the GP will also be destroyed, so be careful if you are trying to obtain additional weapons.



Destroying enemies quickly may not be the best way to earn high scores, since the number of points awarded is affected by the hit gauge explained below.

Hit Gauge

This gauge measures damage to the core unit of small and mid-size enemies, and the destruction of each unit of large-size enemies (mid-boss and boss).

The counter of the hit gauge increases based on damage inflicted. The point scale is shown below.

Destruction of core unit of small-size enemies:	5 points
Destruction of core unit of mid-size enemies:	10 points
Destruction of each unit of large-size enemies:	5-40 points

If destroyed using a GP, the points will double.
If destroyed simultaneously, a bonus is added.

When the counter reaches MAX, it will go back to MIN after a certain amount of time has passed. The counter will then restart.

When you receive points for destroying an enemy, those points will increase based on the multiplier. For example, when you earn your destruction points and your multiplier is X3, the points earned will be multiplied by 3.

The counter of the hit gauge will automatically decrease if it does not increase within a certain amount of time. However, if the multiplier reaches the maximum amount of 16, it will be maintained for a period of time.

When you clear each stage, the result [total score] screen is displayed. A bonus will be added to your score based on the results of that stage.

RESULT
SHOT DOWN 1 500 PTS.
GUNPODS GAINED 0 PTS.
BOSS REPULSE TIME 0" 38 276000 PTS.
FIGHTERS REMAINING 1 10000 PTS.
TOTAL 286500 PTS.
SCORE 481610 PTS.

SHOT DOWN [Number of enemy fighters shot down]
500 PTS added for each fighter.

GUNPODS GAINED [Number of GPs acquired]
500 PTS added for each gunpod.

BOSS REPULSE TIME [Time taken to repel boss]
300000 PTS added if you beat the boss within 30 seconds.
-3000 PTS for each second exceeding 30 seconds.

FIGHTERS REMAINING [Number of remaining fighters for player]
10000 PTS added for each fighter.

If the Einhänder is destroyed during the game, the Restart Screen is displayed. The number of fighters remaining will decrease by one, but you can restart the game from the point the Einhänder was destroyed. If the number of fighters remaining is reduced to zero, the Continue Screen is displayed.

If the time count reaches zero on the Continue Screen, the game is over.

GAME OVER
The game will end if "No" is selected on the Continue Screen, or if there are no remaining Continues.

At the end of a game, your fighter pilot performance will be evaluated.

TOTAL GRAPH

The overall evaluation of the play is displayed on the radar chart. This can be used as a gauge to understand overall tendencies in your play.

FIELD GRAPH

The difference between your last mission and the high score is displayed.

FIGHT GRAPH

Your own battle history is displayed in the form of a line graph by each field. If the graph points upwards, it shows that your skills are improving.

CONTENTS OF EACH FIELD

Shot Down:	Evaluation of the total number of enemy fighters shot down.
Score:	Evaluation of the total score.
Boss Bonus:	Evaluation of the average amount of time taken to repel boss.
Highest %:	The highest multiplier achieved.
Tech Pts:	Evaluation of your defensive ability.
S Bonus:	The number of secret bonuses you have found.

Official Code:	Endymion FRS Mk. II
Production Code:	Endymion.2
Origin:	Selene
Users:	Reconquester
Manufacturer:	Asano Industries, Flamsteed Factory
Crew:	1
Empty Weight [tons]:	3.1
Length [meters]:	12.2
Width [meters]:	8.6
Height [meters]:	6.7
Maximum Speed [km/hr]:	3,880
Range [km]:	4,200
Standard Armament:	Dafoe Mark IV 20mm gun [X1]
Optional Armament:	McMillan Gunpod Series [X1]

FIGHTER DATA

IMPERIAL CAPITAL

Earth's capital is surrounded by nine gigantic anti-aircraft gun towers and has an invisible air defense screen on the exterior wall. While this city is the capital named after the Empire, it is also the only large city left on Earth. Outside of the city stretch mile after mile of radioactive desert. The only means of transport is the gigantic armored train "Mammoth" which transports cargo and passengers across this desolate wasteland.

SHOPPING/ENTERTAINMENT AREA

This city on the frontier of the Empire also functions as the main temple of the Zonnay religion. People from all over the Earth constantly pass through this city for various reasons. In the heart of the commercial district, colorful signs advertise gifts for the tourists. However, items such as masks which are claimed to shield the wearer from radiation due to divine protection should be considered highly suspicious.

OLD TOWN – RUINS OF THE MEGALOPOLIS BEFORE THE WAR.

The capital is constructed over the ruins of a long forgotten city, with anti-aircraft gun towers serving as menacing pillars. Even now, materials are continuously excavated to further the construction of the Empire. A somewhat lawless area, like much of Earth, a large number of robotic "manhunters" have been released by the public peace police force. Recently, a gigantic unexploded ICBM launched during the last world war was excavated from the bottom of the wasted Autobahn, and became the topic of conversation.

PUBLIC PEACE POLICE SPECIAL MOBILE FORCE

The public peace police force is a police organization under immediate control of the church. Although it is named "police," its main duty is to defend the Empire and erase heathens. It is essentially no different than an army. Within the ranks are elite special mobile units called Ultra Commandos. They are equipped with the newest weapons the Empire has to offer and are extremely dangerous.

SPJ-15 "GRIFFIN" – SNIPER ON THE STREET

Used by the special mobile force, this is a machine modified from the latest mobile armored fighter. It has a transformation function enabling it to change from a high velocity form to a battle form. Due to a newly added weapons bay on its back, it can also change weapon type depending on the situation. It is the strongest attack fighter protecting the Empire.

PT-08S "ENFORCER"

Used by the special mobile force, this armored car, equipped with a reactionary drive system, is used to transport soldiers. Besides transporting a large number of mobile force members, its equipped gunpods are quite powerful. It can be modified for a variety of purposes.

SPKB-03 "THE BRUTE" – THE CAPITAL'S WATCHDOG

This ultra-heavy walking tank turned the world into a sea of fire during the old world war. It was redesigned and modified into a robotic patrol machine. These strange figures patrol the exterior of the capital night after night. It is the final barrier you will face if you make it out of the capital.

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	Takeshi Tateishi
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Sound Programmer	Yohei Kishimoto
Voice Recording Engineer	Kenji Nagashima
Voice Casts	Duncan Macintyre
	Hans-Henning Judek
	Cara Jones
Planners	Kenichi Iwao
	Yoji Fujito
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Mechanical Illustrator	Kazuaki Fukumura
Image Illustrator	Kazuhisa Kondo
Movie Manager	Kenji Takemoto
CG Advisor	Atsutoshi Murata
Localization Coordinators	Aiko Ito
	Richard Honeywood

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Associate Producer:	Seth Luisi
Senior Producer:	Perry Rodgers
Test Manager:	Mark Pentek
Technical Coordinator:	Neil Musser
Lead Tester:	Chad Lowe
Assistant Lead Tester:	Jo Aragones
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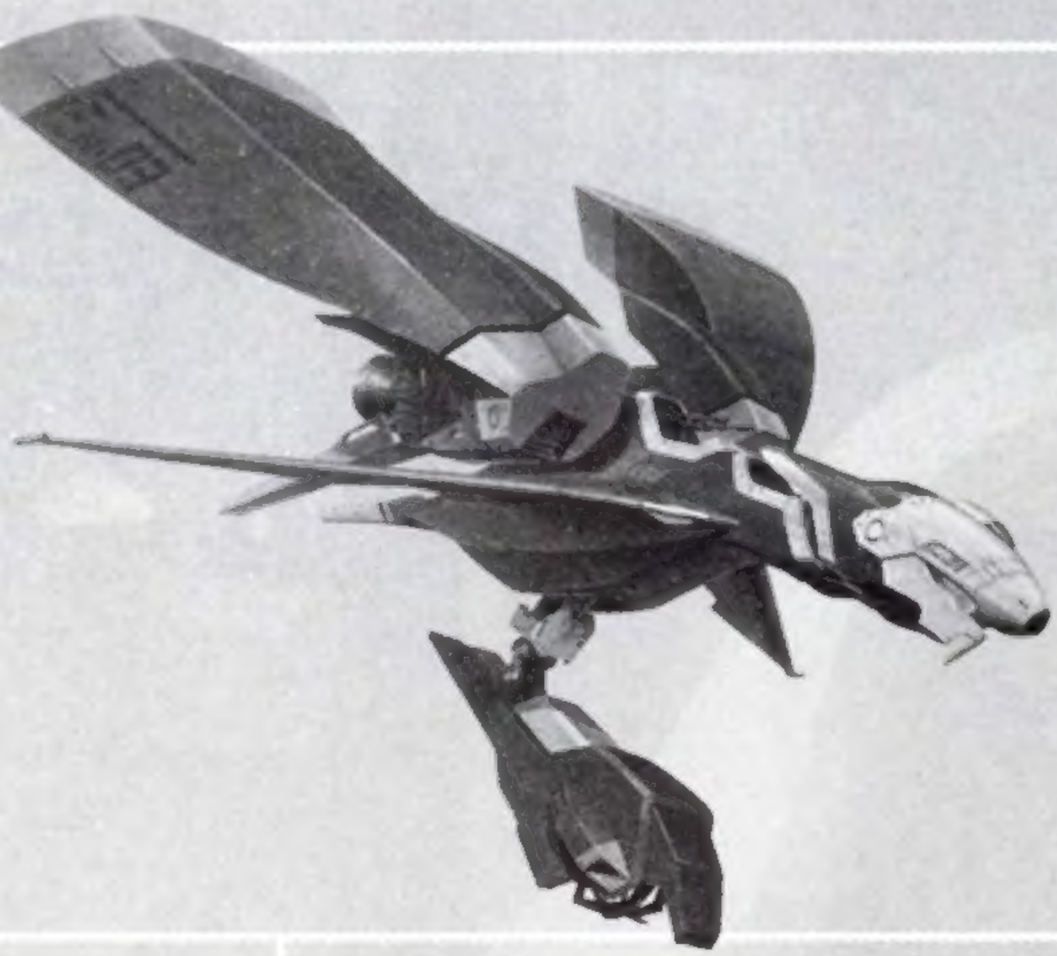

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